## Community Meeting

## Bobby Morris Playfield Renovations



Greg Nickels, Mayor

Wednesday
Jan. 28
7 - 8:30 p.m.

Shelter House at Cal Anderson Park, 1000 E Pine St., corner of 11th Ave. E & E Olive St.

For more information or to make comments,
Seattle Parks and Recreation
Project Manager

Eric Gold (206) 233-3871

eric.gold@seattle.gov 800 Maynard Ave. S Seattle, WA 98134 Seattle Parks and Recreation invites the community to participate in the third and final public meeting to discuss the upcoming renovation project at Bobby Morris Playfield.

At previous public meetings, Parks shared three different renovation proposals with the community. At the last meeting on Nov. 20, 2003, the community indicated that its preferred alternative was Concept #2. At the upcoming public meeting, Parks staff will present a refined version of Concept #2.

This playfield is a well-used centerpiece of the Capitol Hill community. As such, it is need of some major maintenance. Parks plans to replace the existing hybrid turf with a more durable, longer-lasting synthetic turf, and to upgrade the field generally.

Since 1998, Seattle Parks and Recreation, and more recently, Seattle Public Schools, have used synthetic turf on playfields with much success. Synthetic turf is more resilient, which allows more programming on the field; is less expensive to maintain; and provides year-round use. They also decrease the likelihood of "rain outs," with surface use capacity impeded by weather or previous play loads.

This public meeting will be followed by a presentation to the Landmarks Board Architectural Review Committee on Friday, Jan. 30. In addition, the Parks Board will hold a briefing and public hearing on Thursday, Feb. 12. This will be followed by an official Parks Board discussion and recommendation on Thursday, Feb. 26.

Council reduced the project's funding by \$400,000 during the 2004 budget session. The proposal must receive final approval from City Council and the restoration of the construction budget amount before the project can move forward.